Attorney Docket No.: 09812.0409-00000

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently amended) A three-dimensional object manipulating apparatus, comprising:

a display means for displaying a three-dimensional object on [[the]] <u>a</u> screen of a display unit;

a dial-operated input device including a dial which can be pushed in and rotated;

a rotation-axis setting means for setting an axis of rotation for the threedimensional object on the basis of a push-in made of a by pushing in the dial, which can
be pushed in and rotated, of a dial-operated input device;

a detection means for detecting [[the]] <u>a</u> direction and <u>an</u> angle of [[a]] rotation [[made]] of the dial of the dial operated input device, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

an object rotating means for rotating the three-dimensional object [[being]] displayed on the screen of the display unit about the axis of rotation set by the rotation-axis setting means <u>based</u> on <u>the basis of</u> the direction and <u>the</u> angle of rotation[[,]] <u>of</u> the dial detected by the detection means, of the dial of the dial operated input device.

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2. (Currently amended) A three-dimensional object manipulating apparatus,

comprising:

a display means for displaying a three-dimensional object on [[the]] a screen of a

display unit;

a dial-operated input device including a dial which can be pushed in and rotated;

a moving-axis setting means for setting an axis of movement for the three-

dimensional object on the basis of a push in made of a by pushing in the dial, which can

be pushed in and rotated, of a dial operated input device;

a detection means for detecting [[the]] a direction and an angle of [[a]] rotation

[[made]] of the dial of the dial operated input device, the dial being movable between a

first position and a second position, the first position locking the rotation of the dial and

the second position unlocking the rotation of the dial; and

an object moving means for moving the three-dimensional object [[being]]

displayed on the screen of the display unit along the axis of movement set by the

moving-axis setting means based on the basis of the direction and the angle of

rotation[[,]] of the dial detected by the detection means, of the dial of the dial-operated

input device.

3. (Currently amended) A three-dimensional object manipulating apparatus,

comprising:

a display means for displaying a three-dimensional object on [[the]] a screen of a

display unit;

a dial-operated input device including a dial which can be pushed in and rotated;

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a detection means for detecting [[the]] <u>a</u> direction and <u>an</u> angle of [[a]] rotation [[made]] of [[a]] <u>the</u> dial of a dial-operated input device, the dial being movable between <u>a first position and a second position</u>, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

an object scale-up/scale-down means for scaling up or scaling down the three-dimensional object [[being]] displayed on the screen of the display unit based on the basis of the direction and the angle of rotation[[,]] of the dial detected by the detection means, of the dial of the dial operated input device.

4. (Currently amended) The apparatus as set forth in claim 1, wherein[[:]] the detection means further has a function of detecting detects a speed at which the dial of the dial-operated input device has been rotated[[;]], and

wherein the object rotating means rotates the three-dimensional object at [[a]] the speed corresponding to the speed of rotation[[,]] of the dial detected by the detection means, of the dial-operated input device.

5. (Currently amended) The apparatus as set forth in claim 2, wherein[[:]] the detection means further has a function of detecting detects a speed at which the dial of the dial-operated input device has been rotated[[;]], and

wherein the object moving means moves the three-dimensional object at [[a]] the speed corresponding to the speed of rotation[[,]] of the dial detected by the detection means, of the dial operated input device.

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6. (Currently amended) The apparatus as set forth in claim 3, wherein[[:]] the detection means further has a function of detecting detects a speed at which the dial of the dial-operated input device has been rotated[[;]], and

wherein the object scale-up/scale-down means scales up or scales down the three-dimensional object [[being]] displayed on the screen of the display unit at a scale-varying rate corresponding to the speed of rotation[[,]] of the dial detected by the detection means, of the dial operated input device.

7. (Currently amended) A three-dimensional object manipulating method in which there are used including a system comprising a display unit, a data processor, and a dial-controller dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying, under control of the data processor, a three-dimensional object on [[the]] <u>a</u> screen of the display unit;

setting, under control of the data processor, an axis of rotation for the threedimensional object on the basis of a push-in made of the <u>by pushing in the</u> dial of the dial-operated input device, and then detecting the direction and angle of a rotation made of the dial-operated input device; [[and]]

detecting a direction and an angle of rotation of the dial, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

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rotating, under control of the data processor, the three-dimensional object about the set axis of rotation <u>based</u> on the basis of the detected direction and angle of [[the]] rotation of the dial of the dial operated input device.

8. (Currently amended) A three-dimensional object manipulating method in which there are used including a system comprising a display unit, a data processor, and a dial-controller dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying, under control of the data processor, a three-dimensional object on [[the]] <u>a</u> screen of the display unit;

setting, under control of the data processor, an axis of movement for the threedimensional object on the basis of a push-in made of the by pushing in the dial of the dial-operated input device, and then detecting the direction and angle of a rotation made of the dial of the dial-operated input device; [[and]]

detecting a direction and an angle of rotation of the dial, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

moving, under control of the data processor, the three-dimensional object along the set axis of movement <u>based</u> on the basis of the detected direction and angle of [[the]] rotation of the dial of the dial operated input device.

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9. (Currently amended) A three-dimensional object manipulating method in which there are used including a system comprising a display unit, a data processor, and a dial-controller dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying, under control of the data processor, a three-dimensional object on [[the]] a screen of the display unit;

detecting, under control of the data processor, the <u>a</u> direction and <u>an</u> angle of [[a]] rotation [[made]] of the dial of the dial-operated input device, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

scaling up or <u>scaling</u> down the three-dimensional object [[being]] displayed on the screen of the display unit <u>based</u> on the <u>basis of</u> the detected direction and angle of [[the]] rotation of the dial of the dial operated input device.

10. (Currently amended) The method as set forth in claim 7, wherein the data processor detects further comprising:

detecting a speed at which the dial of the dial-operated input device has been rotated[[,]]; and

rotates <u>rotating</u> the three-dimensional object at [[a]] <u>the</u> speed corresponding to the speed of [[the]] rotation of rotation of the <u>dial-operated input device</u> <u>dial</u>.

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11. (Currently amended) The method as set forth in claim 8, wherein the data processor detects further comprising:

<u>detecting</u> a speed at which the dial of the dial-operated input device has been rotated[[,]]; and

[[moves]] moving the three-dimensional object [[being]] displayed on the screen of the display unit at a speed corresponding to the detected speed of rotation of the dial of the dial-operated input device.

12. (Currently amended) The method as set forth in claim 9, wherein the data processor detects further comprising:

<u>detecting</u> a speed at which the dial of the dial-operated input device has been rotated[[,]]; and

scales scaling up or scaling down the three-dimensional object [[being]] displayed on the screen of the display unit at a scale-varying rate corresponding to the speed of rotation of the dial of the dial-operated input device.

13-15. (Canceled)

16. (New) A computer readable medium having a program for causing a system to execute a three-dimensional object manipulating method, the system comprising a display unit, a data processor, and a dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying a three-dimensional object on a screen of the display unit;

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setting an axis of rotation for the three-dimensional object by pushing in the dial of the dial-operated input device;

detecting a direction and an angle of rotation of the dial, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

rotating the three-dimensional object about the set axis of rotation based on the detected direction and angle of rotation of the dial.

17. (New) A computer readable medium having a program for causing a system to execute a three-dimensional object manipulating method, the system comprising a display unit, a data processor, and a dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying a three-dimensional object on a screen of the display unit;
setting an axis of movement for the three-dimensional object by pushing in the dial of the dial-operated input device;

detecting a direction and an angle of rotation of the dial, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

moving the three-dimensional object along the set axis of movement based on the detected direction and angle of rotation of the dial.

18. (New) A computer readable medium having a program for causing a system to execute a three-dimensional object manipulating method, the system comprising a display unit, a data processor, and a dial-operated input device having a dial which can be pushed in and rotated, the method comprising the steps of:

displaying a three-dimensional object on a screen of the display unit;

detecting a direction and an angle of rotation of the dial of the dial-operated input device, the dial being movable between a first position and a second position, the first position locking the rotation of the dial and the second position unlocking the rotation of the dial; and

scaling up or scaling down the three-dimensional object displayed on the screen of the display unit based on the detected direction and angle of rotation of the dial.